

SALINA PARKS & RECREATION

ADULT BASEBALL RULES & REGULATIONS

2012

All rules & interpretations will be covered under the Official Baseball Rulebook with the following emphasis and exceptions listed below. The Athletic Supervisor and the Adult Baseball Committee set the rules and reserve the right to interpret the rules in the best interest of the Salina Parks & Recreation Adult Baseball League.

1. **Organization:** Leagues will be organized by the Salina Parks & Recreation Office. Leagues shall consist of six teams playing a 6-game schedule, when possible.
2. **Team Eligibility:** Teams inside and outside the City of Salina are welcome to participate in Salina Parks & Recreation leagues.
3. **Player Eligibility:** Participants must be 16 years old to play. No more than 5 high school or college rostered players on a team unless otherwise approved by the Athletic Supervisor. The Salina Parks & Recreation will not be held accountable for all risks of any kind involved with any high school and/or college eligibility standards. Any person declared ineligible for age purposes will be ineligible for the remainder of the season and the following year.
4. **Team Rosters:** All team managers shall file a roster listing the players' first and last names, address & phone number. This roster, along with team entry fee must be filed in the Recreation Office by the entry deadline. All roster changes must be done through the Recreation Office.
 - a) **Player Restrictions:** A player may not play on more than one (1) team per league. No player will be allowed to return to a team once his name has been removed from the roster. (A season begins with the first game in which a person plays).
 - b) **Minimum Players:** Teams must carry a minimum of 10 players on their roster.
 - c) **Maximum Players:** Teams may carry a maximum of 15 players on their roster unless otherwise approved by the Athletic Supervisor.
 - d) **Removing Players:** Players may be removed at any time by the team manager.
 - e) **Adding Players:** Players may be added from games 1-3 only by the team manager in the Recreation Office. After the 3rd game, no changes can be made to the roster.
 - f) **Transferring Players:** Transfers from one team to another in the same league will not be permitted.
 - g) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.
5. **Game Schedules:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Athletic Supervisor due to facility availability or inclement weather.
6. **Game Time:**
 - a) **Lineups:** A lineup must be presented to the scorekeeper at least (5) FIVE MINUTES before game time. Teams have the following line-up options:
 1. **Traditional:** A traditional batting line-up of 9 players may be used. Teams may also use a Designated Hitter (DH), but must be announced before the game. Courtesy runners are allowed for the pitcher, catcher and injured players only. Otherwise, regular substitutions must be made.
 2. **Free Substitution:** Teams have the option of batting all players attending the game in their line-up. An unlimited number of substitutions may be made during the game. Any nine players may play defense at one time, however, the same batting line-up must be maintained throughout the game.

- b) **Minimum Players:** Teams failing to field (7) seven players at the scheduled starting time will forfeit the game. If a team has at least seven players present at game time, the game must be started on schedule. Under no circumstances will a team forfeit a game for failing to finish the game with the same number of players they started with. A team must have seven players to continue to play.
- c) **Pick-up Players:** Teams are permitted a maximum of 2 non-rostered pick-up players in order to make a full line-up. At the umpire's pre-game conference, both team managers must be in agreement to allow the pick-up player(s) to play. Once the consent is made and recorded in the scorebook by the scorekeeper, no eligibility protests concerning the pick-up player(s) will be allowed.
- d) **Time:** Game time begins on the first pitch of the game which must be recorded in the scorebook.
- e) **Automatic Outs:** Automatic outs will not be charged for a team playing with less than a full line-up.
- f) **Adding Players:** Only until the 3rd complete inning may additional players be added to the bottom of the line-up. No additional players may be added after the 3rd complete inning.
- g) **Forfeited Games:** The time reserved for forfeited games belongs to those who showed. They may use the diamond for practice or for a "pick up" game. If requested, officials shall work such a game and shall call the game 10 minutes before the scheduled starting time of the following game.
- h) **Rain-out Games:** Rain-out games will be rescheduled as diamonds and schedules permit.
- i) **Regulation Games:** Games that are not considered regulation or regulation tie games shall be replayed from the beginning. Original lineup may be changed when the game is replayed.

7. Game Officials:

- a) **Control:** The official scorekeeper and the umpire(s) shall be in complete charge of the game.
- b) **Time Limit:** The umpire(s) will be in charge of the **1 hour and 45** minute time limit on the field. He or she will announce the start time, which in turn will be written down in the score book by the scorekeeper.

8. Innings: Innings will be 3 outs or a maximum of (6) runs per inning.

- 9. **Game Length:** No new inning shall start after **1 hour and 45** minutes or 7 innings from the recorded starting time unless the teams are tied. If tied, the game shall continue until a winner is declared.

- 10. **Run Rule:** 10-run rule shall be in effect after the completion of five innings (2.5 if home team is ahead), 15 after 4 innings (3.5 if home team is ahead) or 10 after five innings (4.5 if home team is ahead).

11. Field Dimensions: Games will be played on a 60'6" pitching, 90' base field.

- 12. **Dugouts & Balls:** First team listed on the schedule shall be the "Home Team" who occupies 3rd base dugout.

- 13. **Baseballs:** Teams will hit their own baseballs, which team managers will supply at least 2 leathery of official size, weight, and good quality at the umpire's pre-game conference.

- 14. **Bats:** Metal, aluminum or wood bats may be used. No lighter than negative -3. The official bat shall be smooth, free of dents, burrs and visible cracks, and shall be free of audible rattles when shaken.

- 15. **Helmets:** All batters, on-deck batters and runners shall wear a helmet.

- 16. **Catchers:** All catchers must wear shin guards, mask and chest protector. Athletic cup recommended.

- 17. **Shoes:** Molded or metal spikes may be used.

- 18. **Uniforms:** Shirts, shorts or pants and shoes must be worn. Recreation leagues do not require uniforms that are alike. Absolutely no derogatory wording on uniforms!

- 19. **Warm-Up:** Teams may have an extended infield on their 1st defensive inning. 1 minute between innings thereafter. Pitchers are allowed 8 warm-up pitches (unlimited due to injury) between games and pitching changes. Five warm-up pitches between innings.

20. **Pitchers:** If a pitcher hits two batters, he shall be replaced and/or be moved to another position. Exception: If the umpire deemed the batter did not make an attempt to avoid the pitch.
21. **Balks:** Only the obvious balks deceiving the runner(s) will be called.
22. **Batting Count:** All batters will step into the box with a 0 ball and 0 strike count.
23. **Protests:** Protests must be submitted to the Recreation office no later than 24 hours after the alleged violation (Friday games must be submitted Monday). Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The plate umpire and scorekeeper must be notified the remainder of the game is being played under protest. Eligibility protests may be filed any time up to 24 hours after completion of the final league game.
24. **Grievances:** All protests, grievances, rule interpretations and issues must be submitted in writing to the Athletic Supervisor (judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by an umpire will be supported by the Athletic Supervisor.
25. **Conduct:** All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but not limited to:
- a) Use of profane language directed towards any staff member, official, player and/or spectator
 - b) Arguing, bickering, heckling or excessive display of emotion towards an umpire or staff;
 - c) Making unnecessary gestures toward game participants, umpires or spectators;
 - d) Throwing equipment (bats or helmets); resorting to unnecessary roughness on the playing field.
 - e) Full backing and crash plays, which also results in the runner's ejection from the game.
- Penalty:** Depending on the severity, staff or the umpire have the right to issue a warning or ejection from the game. Once a player has been ejected from the game, he or she has 2 minutes to leave the facility or the police will be called and the game will be declared forfeit.
26. **Disciplinary Procedures Progression:** Coach, Player or Spectator
- a) **1st Ejection:** Ejection from the game and facility, suspended from the next game, with a written warning from the Athletic Supervisor.
 - b) **2nd & Final Ejection:** Ejection from the game and facility along with a suspension for the remainder of the year from playing or coaching any SPRD sponsored team or league in which the player is a member, including tournaments (adult and/or youth). Player or coach will be required to meet with the community sanction committee organized by the Salina Area Youth Sportsmanship Initiative (SAYSI) prior to reinstatement the following year. Depending on the severity of the offense(s), may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.
27. **Law Violations:** Violations of any law (battery, assaulting an umpire or SP&R representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.
28. **Alcoholic Beverages:** Consumption of alcohol or intoxicating drugs during participation in Salina Parks & Recreation sponsored events is prohibited by team members (coaches, managers, and players). Offending players or team managers under the influence will be immediately ejected from the game and facility. **Alcoholic beverages are prohibited in the following areas: playing field, dugouts, spectating seating areas, shelters, sidewalks, grassy areas between fields, etc.** Glass containers are prohibited. Teams are encouraged to help pick up their area before leaving the facility.
29. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on the radio (KSAL and KINA), www.ksallink.com and/or the Rainout Line at 309-5767.

30. **League Tie-Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:

- a) League/Division win/loss record
- b) Head to head games
- c) Non-division win/loss record**
- d) Runs given up in head to head games
- e) Runs scored in head to head games
- a) Coin Flip